

Smart Appliance Identification using A Smartphone Camera

Kaifei Chen[†], John Kolb[†], Jonathan Fürst[‡], David E. Culler[†], Randy H. Katz[†]

[†]University of California Berkeley, [‡]IT University of Copenhagen
{kaifei,jkolb}@berkeley.edu, jonf@itu.dk, {culler,randykatz}@berkeley.edu

1 INTRODUCTION

Many smart appliances are being deployed with the trend of Internet of Things to enrich the functionality of our physical environment. However, identifying and interacting with them become more complicated because of the large number, as well as their proprietary control protocols and applications.

Existing approaches to identify an appliance require either cumbersome identification process or large deployment overhead [1]. Our system allows users to identify an appliance by capturing an image of it using a smartphone camera. The identification is done by localizing the image in a pre-built 3D model on the server. In comparison to image matching based approaches [2], image localization utilizes more memory to improve both speed and accuracy [4].

2 SYSTEM OVERVIEW

Figure 1 shows our system overview, which consists of two main phases to operate: an offline *Modeling Phase* and an online *Identification Phase*. The modeling phase is a one-time effort that creates a 3D model of building, which is used by the online identification phase that recognizes appliances in a query image.

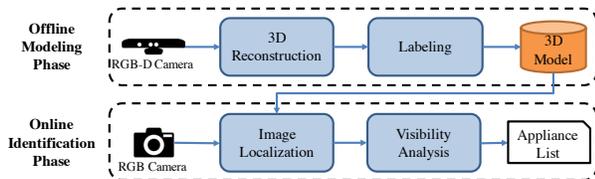


Figure 1: System Architecture.

In the offline phase, we first capture a video using an RGB-D camera (e.g., Microsoft Kinect) around the appliances to construct a 3D point cloud. Any 3D reconstruction system can be used, such as RTABMap [3] or bundler [5]. With the 3D point cloud, we label 3D points of all appliances using our labeling tool.

In the online phase, a user captures a query image of any appliance she wants to control using our mobile app, as shown in Figure 2. The query image is sent to our server and localized against the 3D point cloud. With the image location, we can project labeled appliance points onto the image plane to identify the appliance closest

Permission to make digital or hard copies of all or part of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. Copyrights for components of this work owned by others than ACM must be honored. Abstracting with credit is permitted. To copy otherwise, or republish, to post on servers or to redistribute to lists, requires prior specific permission and/or a fee. Request permissions from permissions@acm.org.

HotMobile'17, Sonoma, California USA

© 2017 ACM. 978-x-xxxx-xxxx-x/Y/MM...\$15.00

DOI: 10.1145/nmnnnnn.nnnnnnn

to the image center. With the identified appliance, we can talk to the building management system for interactions.



Figure 2: Android Application.

3 DEMO DESCRIPTION

We plan to set up 3 smart appliances in a miniature office space on our booth: a fan, a lamp, and a space heater. Before the demo session, we build a 3D model around the appliances, and label them. During the demo session, we distribute Android phones with our app on it. Visitors can capture a picture from any angle and distance to identify a particular appliance among the three. After identifying an appliance, they can control the appliance using an overlaid control interface. In addition, we will show how a 3D model can be easily built and labeled. This demo requires power and Internet connection.

ACKNOWLEDGMENTS

This work is supported in part by the National Science Foundation under grant CPS-1239552 (SDB).

REFERENCES

- [1] Kaifei Chen, Takeshi Mochida, Jonathan Fürst, John Kolb, David E. Culler, and Randy H. Katz. 2016. *CellMate: A Responsive and Accurate Vision-based Appliance Identification System*. Technical Report. EECS Department, UC Berkeley.
- [2] A de Freitas, Michael Nebeling, Xiang'Anthony' Chen, Junrui Yang, ASKK Ranithangam, and Anind K Dey. 2016. Snap-to-it: a user-inspired platform for opportunistic device interactions. In *Proceedings of the 34th ACM Conference on Human Factors in Computing Systems (CHI 2016)*.
- [3] Mathieu Labbe and Francois Michaud. 2013. Appearance-based loop closure detection for online large-scale and long-term operation. *Robotics, IEEE Transactions on* 29, 3 (2013), 734–745.
- [4] Torsten Sattler, Bastian Leibe, and Leif Kobbelt. 2011. Fast image-based localization using direct 2d-to-3d matching. In *Computer Vision (ICCV), 2011 IEEE International Conference on*. IEEE, 667–674.
- [5] Noah Snavely, Steven M Seitz, and Richard Szeliski. 2006. Photo tourism: exploring photo collections in 3D. In *ACM transactions on graphics (TOG)*, Vol. 25. ACM, 835–846.